



## RR 2018 EVENT RULESET

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## Introduction and Purpose

These Official Rules ("**Rules**") of the 2018 Rift Rivals ("**RR**") apply to each of the teams, who have qualified to play in the RR in 2018 from CBLOL, CLS and LLN, as well as their managers, coaches, players, and other employees. The RR will consist of the top 2 teams from first split of regional leagues that represent the regions Brazil (CBLOL), Latin America South (LAS) and Latin America North (LLN). These Rules apply only to the 2018 RR cluster and not to other competitions, tournaments or organized play of League of Legends ("**LoL**" or the "**game**"). The teams in the RR are subject to all the rules set forth.

League of Legends Championship Series LLC, a Delaware limited liability company, has established these Rules for the competitive play of LoL in order to unify and standardize the rules used in the RR.

These Rules are designed solely to ensure the integrity of the system established by the RR for professional play of LoL and a competitive balance among the teams that play at the professional level. Standardized rules benefit all parties who are involved in the professional play of LoL, including the teams, players and general managers.

These Rules do not restrict competition for players. The terms of engagement between players and teams are left to each of the teams and its players.

## 1. Team Member Eligibility

To be eligible to compete in the RR, each player must satisfy the following conditions:

### 1.1 Player Age

No player shall be considered eligible to participate in the RR before his or her 17<sup>th</sup> birthday, defined as having lived 17 full years.

### 1.2 Regional Residency Requirement

Each player must meet the regional resident requirement for the region they are representing at the RR.

### 1.3 No Riot Employees

Owners, managers, coaches, Starters, and Reserve players ("**Team Members**") may not be employees of Riot Games Inc. ("**RGI**") or League of Legends eSports Federation LLC or any of their respective affiliates at the start of or at any point during the RR. "**Affiliate**" is defined as any person or other entity which own or controls, is under the ownership or control of, or is under common ownership or control with, an Owner. "**Control**" shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

## 2. Prize

### 2.1 Event Prize

Through competing in RR, teams shall have the opportunity to earn prize money based on their level of performance as set forth below:

<b>Position:</b>	<b>Prize:</b>
1 <sup>st</sup> Place	\$ 12,750 USD (per team)
2 <sup>nd</sup> Place	\$ 8,500 USD (per team)

### 3. Roster Rules

#### 3.1 Definition of Terms

- 3.1.1 Game.** An instance of competition on the Summoner's Rift map that is played until a winner is determined by one of the following methods, whichever occurs first: (a) completion of the final objective (destruction of a nexus), (b) Team Surrender, (c) Team Forfeit, or (d) Awarded Game Victory.
- 3.1.2 Match.** A set of games that is played until one team wins a majority of the total games (e.g., winning two games out of three ("Best of Three"); winning three games out of five ("Best of Five")).

#### 3.2 Roster Requirements

Each team is required to maintain, at all times during the RR, five players in the starting lineup ("**Starters**"), one substitute player ("**Reserve**"), and a head coach (collectively, the "**Active Roster**"). If any of the Active Roster is not present on-site, then the team is subject to penalties.

#### 3.3 Seventh Player Requirements

- 3.3.1** A team is required to maintain a second substitute player (the "**Seventh Player**") where (i) the team's Starters are comprised of three Resident players and two Non-Resident players; (ii) the team's Reserve is a Non-Resident player. In this circumstance the team is required to maintain a Seventh Player that is a Resident. This Seventh Player requirement is intended to protect against situations where a Resident player becomes unable to play at RR and the team would be unable to field a roster with its Non-Resident Reserve due to the prohibition of three Non-Resident players as Starters.
- 3.3.2** A team is permitted to maintain a Seventh Player if the team consents to bearing all costs associated with the Seventh Player's attendance at RR.
- 3.3.3** A Seventh Player is not a member of the Active Roster and teams cannot move the Seventh Player to the Active Roster unless a member of the Active Roster becomes unable to play due to (i) illness; (ii) incapacity; (iii) personal emergencies (i.e. death in the family, etc); (iv) any other circumstance that RR officials determine constitute an exigent circumstance. If a member of the Active Roster is replaced by the Seventh Player, they are ineligible to compete in any further matches at this year's RR unless permission is granted by RR officials, which will only be granted in extraordinary circumstances.
- 3.3.4** If a team is required to maintain a Seventh Player pursuant to this rule, the failure to have the Seventh Player present on-site will subject the team to penalties.

#### 3.4 Active Roster/Seventh Player Lock

Teams are required to finalize and submit their Active Roster (Starters + Reserve) and their Seventh Player, if applicable, to their regional league on June 25<sup>th</sup>, 2018. Three of the five Starters must be comprised of players who have participated in more than fifty percent (50%) of the team's second split matches played until June 24<sup>th</sup>, 2018.

### **3.5 Roster Submission**

Before the start of the RR, each team must submit their roster to the RR officials, assigning five starters and one or two reserves. In the event that a team selects to modify the starting lineup, the request must be submitted in advance of any proposed effective date of any such change, at the earliest possible date and time.

For the RR Round 1 - Group Stage, requests to modify a starting lineup for the team's first match on the first day may not be submitted any later than 11:00 PM local time on June 3<sup>rd</sup>, 2018. Requests to modify a starting lineup for the team's first match on the second day may not be submitted any later than 11:00 PM local time on June 4<sup>th</sup>, 2018. Requests must be made by the designated head coach. Requests to modify a starting lineup for a team's second match on that stage must be submitted no later than 5 minutes after the conclusion of the team's first match of the day.

For the RR Round 2 & 3 - Knockout Stage, requests to modify a starting lineup for the team's first match on the first day may not be submitted any later than 11:00 PM local time on June 6<sup>th</sup>, 2018. Requests to modify a starting lineup for the team's first match on the second day may not be submitted any later than 11:00 PM local time on June 6<sup>th</sup>, 2018. Requests must be made by the designated head coach. Requests to modify a starting lineup for a team's second match on that stage must be submitted no later than 5 minutes after the conclusion of the regional team's first match of the day.

The Submission must also include all personal information requested about the Team and Team Members by the RR officials. This shall include the Team Members' In-Game Name (along with desired spelling and capitalization thereof).

### **3.6 Coach**

Each team will be required to have a designated coach. The coach cannot be a starting player, substitute player, active player on a challenger series team, and/or manager for a professional team or a challenger team. The coach can only represent one organization. The coach will be required to be on-site for every game that the team participates in. If the coach is unable to make a game due to an emergency, the GM must assign an interim coach to be on-site instead. If a coach is not present on-site, then the team is subject to penalties.

### **3.7 Single-Day Substitutions**

If a team wishes to substitute players after the team's first match on a given day, those substitutions must be declared to the head referee before the start of the next game, as defined as the start of the pick/ban process. To be clear, the next scheduled game means the next game scheduled to be broadcast, not the next game scheduled for the team wishing to make the change.



A team may substitute a player within a match. The team must notify an RR official and have the substitution approved immediately following the previous game, no later than 5 minutes after the explosion of the nexus. For example, if a team wishes to substitute a player in for game 2, then the coach must notify an RR official no later than 5 minutes following game 1.

### **3.8 Team Names, Team Tags and Player Names**

Teams will be permitted a tag of 2-3 characters to be added to the front of each player's Summoner Name on the tournament realm. These tags must be upper-case letters or numbers 0-9 only.

Summoner Names may include upper-case letters, lower-case letters, numbers 0-9, underscores, or single spaces between words only. Summoner Names must not exceed 12 characters including spaces. No additional special characters will be allowed for team names, Summoner Names, or tags. A team is allowed only one brand in their Summoner Name. Summoner Names and Team Names may not contain: vulgarities or obscenities; LoL champion derivatives or other similar character names; or derivatives of products or services that may create confusion.

All Team Tags, Team Names, and Summoner Names must be approved by RR officials in advance of use in play. Name changes are not allowed except under certain extenuating circumstances, but must be approved by RR officials prior to use in an RR game.

## **4. Player Equipment**

### **4.1 RR-Provided Equipment**

RR officials will provide, and RR players will exclusively use, equipment in the following categories to RR players for all official RR matches:

- 4.1.1** PC & Monitor
- 4.1.2** Hand Warmers
- 4.1.3** Headsets and/or Earbuds and/or Microphones
- 4.1.4** Table and Chair

At the request of an RR player, RR officials will provide the following categories of equipment for use in all official RR matches:

- 4.1.5** PC Keyboards
- 4.1.6** PC Mice
- 4.1.7** Mousepads

All RR-provided equipment shall be chosen, selected, and determined at the sole discretion of the RR officials.

### **4.2 Player-Owned or Team-Owned Equipment**

Players are allowed to bring equipment in the following categories, which are owned by themselves or their teams, into the match area and use such equipment during official RR matches:

- 4.2.1** PC Keyboards
- 4.2.2** PC Mice and cord holders
- 4.2.3** PC Mousepads

In the match area, players may not bring, use, or wear any headsets, earbuds and/or microphones, other than those provided by the RR, with the following sole exception: players may wear a second headset, which is owned by themselves or their Teams, around their necks, so long as such second headset is a product of a Team sponsor and remains, at all times, unplugged, unpowered, without a battery of any kind, and is not used for any purpose other than decoration. If the second headset has a microphone, it must, at all times, remain fully retracted or in the opposite of a “ready” position.

All player-owned or team-owned equipment must be submitted to the RR officials in advance for approval. Approved equipment will remain with RR officials and will only be accessible before the match. Unapproved equipment or equipment that is suspected by the RR officials of providing an unfair competitive advantage will not be permitted for use, and players will be required to use RR-provided equipment instead.

At their discretion, RR officials may disallow the use of any individual piece of equipment for reasons relating to tournament security, safety, or operational efficiency or effectiveness. No player-owned or team-owned hardware or equipment may be brought into the Match Area if it features or displays any name, likeness or logo of a company or brand which is a competitor of Riot Games or LoL.

### **4.3 Replacement of Equipment**

If equipment or technical problems are suspected by RR officials at any time, a player or RR official may request a technical review of the situation. An RR technician will diagnose and troubleshoot problems, as needed. Technicians may request that the RR officials order replacement of any equipment, at their discretion. Decisions regarding the replacement of any equipment are solely at the discretion of the RR officials. If a player wishes to use personal replacement equipment, the player must use equipment which has been preapproved by RR officials otherwise they will be provided replacement equipment by the RR officials.

### **4.4 Player and Coach Apparel**

Players must wear official team uniforms during all RR matches and pre-match and post-match interviews by the RR. If no team requirement exists, players must wear pants and closed-toe shoes, as well as visible team-branded apparel, on their upper body, during the entirety of any RR event or appearance. All starting players must wear matching apparel during the game. The matching apparel includes shirts, jerseys, jackets, and pants. For the avoidance of doubt, sweatpants, athletic pants, and/or pajama pants will not be considered appropriate attire unless preapproved first by RR officials. Jerseys and all other apparel worn during such times are subject to the restrictions set forth in Section 9 below, and are subject to the review and discretion of RR officials. RR officials will have final approval over all apparel.

Coaches must wear appropriate attire while at the event. The attire will need to be approved by RR officials. Appropriate attire does not include: athletic wear, sneakers, team branded apparel (like jerseys), etc.

### **4.5 Computer Programs & Usage**

Players are prohibited from installing their own programs and must use only the programs provided by the RR.

- 4.5.1** Voice Chat. Voice chat will be provided only via the native system used in the RR-provided headsets. Use of third-party voice chat software (*e.g.*, Skype) is not permitted. RR officials may monitor a team's audio at the discretion of the RR.

**4.5.2** Social Media and Communication. It is prohibited to use the RR computers to view or post on any social media or communication sites. This includes, but is not limited to, Facebook, Twitter, online forums/message boards and email.

**4.5.3** Non-Essential Equipment. It is prohibited to connect non-essential equipment, such as cell phones, flash drives or MP3 players, to the RR computers, for any reason.

#### **4.6 Client Accounts**

Players will have Tournament Realm logins provided for them by the RR. It is the players' responsibility to configure their account to their preferences. The account's Summoner Name must be set only to the player's official tournament handle, as approved by the RR officials.

#### **4.7 Audio Controls**

Players will be required to maintain volume levels above minimum settings, which will be clearly marked on the controls. RR officials may require players to adjust their volume levels higher if the officials determine, at their sole discretion, that volume levels are too low.

Headphones must be placed directly on a player's ears, and must remain there for the duration of the game. Players are not permitted to obstruct the placement of headphones by any method or place any item, including hats, scarves or other articles of clothing, between the headphones and the player's ears.

#### **4.8 Equipment Tampering**

Players may not touch or handle another teammate's owned or provided equipment after a match has started. Players who require assistance with their equipment should ask assistance from an RR official.

## **5. Venue and Competition Area Layout**

### **5.1 General Venue Access**

Access for RR teams to the restricted areas of venues for official RR matches is restricted to approved Team Members only, unless otherwise approved, in advance, by RR officials. Permission to attend RR matches is solely at the discretion of the RR.

### **5.2 Match Area**

The “match area” is comprised of the area immediately surrounding any competition PCs used during match play. During match play, presence of Team Members in the match area is restricted solely to the Starters of the teams in play.

**5.2.1 Team Managers.** Managers may be in the match area during the match prep process, but must leave prior to the pick/ban phase and may not return until after the end of the match.

**5.2.2 Wireless Devices.** Wireless devices, including mobile phones and tablets, cannot be in the players’ possession or on-stage in any capacity (including a powered off state) while the players are involved in active play, including during pick/ban phase, pauses, remakes, and between games of multi-game matches. If found, RR officials will collect such devices from players in the match area and return them after the end of the match, and the players may be subject to penalties at the officials’ discretion.

**5.2.3 Food and Drink Restrictions.** No food is allowed in the match areas. Drinks are permitted in the match area only in Riot-provided re-sealable containers. RR officials will provide such containers to players upon request.

### **5.3 Warm-up Area**

The warm-up area (which also may be referred to as a “Green Room”) will contain PCs designated by the RR specifically for players to practice on before their official matches begin. The warm-up area is reserved for Team Members only and access will be provided by RR officials at their discretion.

### **5.4 Other Team Member Areas**

Other Team Member Areas are areas within the venue, as defined by RR officials from time to time, designed to allow players to relax and socialize in locations separate from the match area. Access to these areas is limited to Team Members, unless specific permission is otherwise granted by RR officials.

## 6. Tournament Structure

### 6.1 Schedule

- 6.1.1** Round 1 - Group Stage: Wednesday 4 and Thursday 5, July.
- 6.1.2** Round 2 - Knockout Stage (Semifinal): Saturday 7, July.
- 6.1.3** Round 3 - Knockout Stage (Final): Sunday 8, July.

### 6.2 Description

- 6.2.1 Round 1 - Group Stage.** Will be a round robin with the six qualified teams composed of the 1st and 2nd place of the first split from CBLol, CLS and LLN. Each team will play against the other teams in the group that do not belong to their region once. Side selection for each matchup will be randomly pre-determined. Each victory will add points to the winning region (victory will be equal to 1 point and a defeat will equal to 0 points). All the matches of this phase are best of one (Bo1).

Group Stage – Day 1	Group Stage – Day 2
KLG vs KBM	INF vs RBT
R7 vs RBT	VK vs R7
VK vs INF	KBM vs INF
KBM vs R7	KLG vs VK
INF vs KLG	RBT vs KBM
RBT vs VK	R7 vs KLG

The region that scores the highest in the Round 1 (Group Stage) will go straight to Round 3 (Final). The regions that get second and third place in the Round 1 (Group Stage) will face in Round 2 (Semifinal).

- 6.2.2 Round 2 - Knockout Stage (Semifinal).** The regions that get second and third place in the Round 1 - Group Stage will play against each other in a Bo5 match which will be made with both teams from the same region taking turns each game.

In the following structure, "Region 2" (R2) is defined as the region that obtained the second place in the Round 1 - Group Stage, and as "Region 3" (R3) to the region that obtained the third place in that phase. In addition, "Team 1" (T1) is defined as the team that scored the highest score compared to the other team of their region within Round 1 - Group Stage and "Team 2" (T2) is the one that obtained lower score compared to the other team of their region in that phase, in case both teams in the Round 1 - Group Stage have obtained the same score for their region, the highest seed will be awarded to the team that has been the fastest on average on their victories in that phase. If the Round 2 - Knockout Stage (Semifinal) reaches a fifth game, the two coaches of each region must define which team in their region will play the final game (as T?). The coaches will have a maximum of 10 minutes after the destruction of the nexus to deliver their resolution.

<b>Round 2 - Knockout Stage (Semifinal)</b>
R2T1 vs R3T1
R2T2 vs R3T2
R2T1 vs R3T2
R2T2 vs R3T1
R2T? vs R3T?

The winning region will move to Round 3 - Knockout Stage (Final) the losing region will get third place in the event.

**6.2.3 Round 3 - Knockout Stage (Final).** The winning region of the Round 1 - Group Stage will face the winning region of Round 2 - Knockout Stage (Semifinal), will play against each other in a Bo5 match which will be made with both teams from the same region taking turns each game.

In the following structure, "Region 1" (R1) is defined as the region that obtained the first place in the Round 1 - Group Stage, and as "Region 2" (R2) to the winning region of Round 2 - Knockout Stage (Semifinal). In addition, "Team 1" (T1) is defined as the team that scored the highest score compared to the other team of their region within Round 1 - Group Stage and "Team 2" (T2) is the one that obtained lower score compared to the other team of their region in that phase, in case both teams in the Round 1 - Group Stage have obtained the same score for their region, the highest seed will be awarded to the team that has been the fastest on average on their victories in that phase. If the Round 3 - Knockout Stage (Final) reaches a fifth game, the two coaches in each region must define which team in their region will play the final game (as T?). The coaches will have a maximum of 10 minutes after the destruction of the nexus to deliver their resolution.

<b>Round 3 - Knockout Stage (Final)</b>
R1T1 vs R2T1
R1T2 vs R2T2
R1T1 vs R2T2
R1T2 vs R2T1
R1T? vs R2T?

The winning region will get the first place of the event; the losing region will get second place in the event.

### 6.3 Tiebreakers

If two or more regions are tied at the end of the Round 1 - Group Stage, the tiebreaker will be determined as follows;

**6.3.1 Two-way tie:** If two regions are tied, head to head record will be used as the first tiebreaker. If the two regions have an identical head-to-head record (as defined as each region winning 50% of matches between the two regions), then the tiebreaker will be determined by cumulative times of all the victories of each region, the region with the shortest cumulative time will win the tiebreaker.

**6.3.2 Three-way tie:** If three regions are tied, the head-to-head record of all regions against all other regions involved in the tiebreaker will be considered. If a single region owns a winning record (as defined as winning more than 50% of the games) against all other teams in the tiebreaker, they are automatically granted the highest seed available in the tiebreaker (therefore winning the tiebreaker), and a new tiebreaker is declared amongst the remaining regions.

If all three regions have an identical record against each other, the tiebreaker will be determined by cumulative times of all the victories of each region, the region with the shortest cumulative time will win the tiebreaker.



## **7. Match Process**

### **7.1 Changes to Schedule**

RR officials may, at their sole discretion, re-order the schedule of matches within a given day and/or change the date of an RR match to a different date or otherwise modify the schedule of matches. In the event that the RR modifies a match schedule, the RR will notify all teams at the earliest convenience.

### **7.2 Arrival at Studio**

Members of a team's Active Roster who are participating in an RR event must arrive at the studio no later than the time specified by RR officials.

### **7.3 Role of Referees**

**7.3.1 Responsibilities.** Referees are RR officials who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following match play. Their oversight includes, but is not limited to:

**7.3.1.1** Checking the team's lineup before a match.

**7.3.1.2** Checking and monitoring player peripherals and match areas.

**7.3.1.3** Announcing the beginning of the match.

**7.3.1.4** Ordering pause/resume during play.

**7.3.1.5** Issuing penalties in response to Rule violations during the match.

**7.3.1.6** Confirming the end of the match and its results.

**7.3.2 Referee Conduct.** At all times, referees shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner. No passion or prejudice will be shown towards any player, team, team manager, owner, or other individual.

**7.3.3 Finality of Judgment.** If a referee makes an incorrect judgment, the judgment cannot be reversed during the match, as the decision of the referee is absolute. However, RR officials at their discretion may evaluate the decision after the completion of the match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed, RR officials reserve the right to potentially invalidate the referee's decision. RR officials will always maintain final say in all decisions set forth throughout the RR.

**7.3.4 Gambling Prohibition.** All rules prohibiting gambling on LoL, as found below in Section 9, shall apply to referees without limitation.

### **7.4 Competitive Patch**

The RR will be played on the 8.13 patch. Changes to the competitive patch will be at the discretion of the RR.

Champions who have not been available on the live service for more than one week will be automatically restricted. Champions that have undergone reworks will be subject to the RR officials' discretion. A list of restricted champions will be provided to the team before the event.

## **7.5 Pre-Match Setup**

**7.5.1 Setup Time.** Players will have designated blocks of time prior to their match time to ensure they are fully prepared. RR officials will inform players and teams of their scheduled setup time and duration as part of their match schedule. RR officials may change the schedule at any time. Setup time is considered to have begun once players enter the Match Area, at which point they are not allowed to leave without permission of the on-site RR official or referee and accompaniment by another RR official. Setup is comprised of the following:

**7.5.1.1** Ensuring the quality of all RR-provided equipment.

**7.5.1.2** Connecting and calibrating peripherals.

**7.5.1.3** Ensuring proper function of voice chat system.

**7.5.1.4** Setting up rune pages.

**7.5.1.5** Adjusting in-game settings.

**7.5.1.6** Limited in-game warm-up.

**7.5.2 Seating Order.** Players must sit in the order in which they will join the lobby: TOP, JGR, MID, ADC, SPT. This order should be considered from the vantage point of a viewer standing in front of the players, and read from left-to-right.

**7.5.3 Technical Failure of Equipment.** If a player encounters any equipment problems during any phase of the setup process, player must alert and notify an RR official immediately.

**7.5.4 Technical Support.** RR officials will be available to assist with the setup process and troubleshoot any problems encountered during the pre-match setup period.

**7.5.5 Timeliness of Match Start.** It is expected that players will resolve any issues with the setup process within the allotted time and that match will begin at the scheduled time. Delays due to setup problems may be permitted, at the sole discretion of RR officials. Penalties for tardiness may be assessed at the discretion of the RR officials.

**7.5.6 Acknowledgement of Pre-Match Testing.** No fewer than ten minutes before the match is scheduled to begin, an RR official will confirm with each player that their setup is complete.

**7.5.7 Player Ready State.** Once all ten players in a match have confirmed completion of setup, players may not alter their rune pages or enter a warm-up game.

- 7.5.8 Game Lobby Creation.** RR officials will decide how the official game lobby will be created. Players will be directed by RR officials to join a game lobby as soon as testing has been completed, in the following order of positions: TOP, JGR, MID, ADC, SPT.

## **7.6 Game Setup**

- 7.6.1 Start of Pick / Ban Process.** Once all ten players have reported to the official game lobby, an RR official will request confirmation that both teams are ready for the pick/ban phase (as defined and described below). Once both teams confirm readiness, an RR official will instruct the room owner to start the game.

The coach will be granted on-stage access and will be allowed to communicate with the team during the Pick/Ban Process. The coach will exit the stage to a designated position once the countdown timer has reached 5 seconds during the Trading-Phase.

- 7.6.2 Recording of Pick / Ban Process.** Picks/bans will proceed through the client's Tournament Draft feature. If picks/bans are completed substantially in advance of game setup, at the instruction and discretion of RR officials, the RR officials will record the official picks/bans and manually abort the game start.

### **7.6.3 General / Game Settings**

**7.6.3.1 Map:** Summoner's Rift

**7.6.3.2 Team Size:** 5

**7.6.3.3 Allow Spectators:** Lobby Only

**7.6.3.4 Game Type:** Tournament Draft

## **7.7 Pick / Ban Phase & Side Selection**

- 7.7.1 Tournament Draft.** RR officials may choose to employ either the Tournament Draft mode feature or a manual draft (e.g., draft that is conducted in chat without the use of an in-game feature). Starters for each team cannot be substituted after the start of the draft. Players may play any Champion which their team has drafted, but must confirm their selection with an RR official.

- 7.7.2 Restrictions on Gameplay Elements.** Restrictions may be added at any time before or during a match, if there are known bugs with any items, Champions, skins, runes, or Summoner spells, or for any other reason as determined at the discretion of the RR.

- 7.7.3 Side Selection.** In the Round 1 - Knockout Stage, teams' sides will be randomly pre-determined. Each team will play two games on the blue side and two on the red side.

In the Round 2 - Knockout Stage (Semifinal), the higher seed region will have side selection for all odd games and the lower seed will have side selection for all even games. Game 1 side selections are due at 11:00 PM local time the evening before the match is played. For the remainder of the games in the match, the team with side selection for that game must notify an RR official of their side choice immediately following the previous game, no later than 5 minutes after the explosion of the nexus. Any failure to provide a side selection will result in a default selection of blue side.

In the Round 3 - Knockout Stage (Final), the higher seed region will have side selection for all odd games and the lower seed will have side selection for all even games. Game 1 side selections are due at 11:00 PM local time the evening before the match is played. For the remainder of the games in the match, the team with side selection for that game must notify an RR official of their side choice immediately following the previous game, no later than 5 minutes after the explosion of the nexus. Any failure to provide a side selection will result in a default selection of blue side.

**7.7.4 Draft Mode.** Draft mode proceeds in a snake draft format as follows:

*Blue Team= A; Red Team = B*

Bans: ABABAB

Picks: ABBAAB

Bans: BABA

Picks: BAAB

**7.7.5 Selection Error.** In the event of an erroneously-selected Champion pick or ban, the team in error must notify an RR official before the other team has locked in their next selection. If so, the process will be restarted and brought back to the point at which the error occurred so that the team in error may correct its mistake. If the next selection is locked before the team in error gives notice to an RR official, the erroneous selection shall be deemed irrevocable.

**7.7.6 Trading Champions.** Teams must complete all champion trades before the 20-second mark during the Trading Phase, or will be subject to a penalty in future games.

**7.7.7 Game Start After Pick/Ban.** A game will start immediately after the pick/ban process is complete, unless otherwise stated by an RR official. At this point, RR officials will remove any printed materials from the Match Area, including any notes written by Team Members. Players are not allowed to quit a game during the time between the completion of picks/bans and game launch, also known as "Free Time."

**7.7.8 Controlled Game Start.** In the event of an error in game start or a decision by RR officials to separate the pick/ban process from game start, an RR official may start the game in a controlled manner and all players will select Champions in accordance with the previous valid completed pick/ban process.

**7.7.9 Slow Client Load.** If a Bugsplat, disconnect, or any other failure occurs which interrupts the loading process and prevents a player from joining a game upon game start, the game must be immediately paused until all ten players are connected to the game.

## 8. Pauses and Crashes

### 8.1 Definition of Terms

- 8.1.1 Unintentional Disconnection.** A player losing connection to the game due to problems or issues with the game client, platform, network, or PC.
- 8.1.2 Intentional Disconnection.** A player losing connection to the game due to player's actions (*i.e.* quitting the game). Any actions of a player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the player.
- 8.1.3 Server Crash.** All players losing connection to a game due to an issue with a game server, Tournament Realm platform, or venue internet instability.

### 8.2 Stoppage of Play

If a player intentionally disconnects without notifying an RR official or pausing, an RR official is not required to enforce a stoppage. During any pause or stoppage, players may not leave the match area unless authorized by an RR official.

- 8.2.1 Directed Pause.** RR officials may order the pause of a match or execute a pause command on any player station at the sole discretion of the RR officials, at any time.
- 8.2.2 Player Pause.** Players may only pause a match immediately following any of the events described below, but must signal an RR official immediately after the pause and identify the reason. Acceptable reasons include:
  - 8.2.2.1 An Unintentional Disconnection**
  - 8.2.2.2 A hardware or software malfunction** (*e.g.* monitor power or peripheral disability or game glitch)
  - 8.2.2.3 Physical interference with a player** (*e.g.*, fan gank or broken chair)

Player illness, injury, or disability is not an acceptable reason for a player pause. In such a situation, the team must alert an RR official, who may in his/her sole discretion, grant a pause in order to evaluate the identified player to determine whether player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the RR official, but not to exceed a few minutes. If the RR official determines that the identified player is not able to continue playing within such reasonable period of time, then the identified player's team shall forfeit the game unless an RR official, in his/her discretion, determines that the game is subject to an Awarded Game Victory (see Section 8.5).

- 8.2.3 Resuming the Game.** Players are not permitted to restart the game after a pause. After clearance from an RR official is issued and all players are notified

and ready at their stations, which will be contingent on the team captain confirming through in-game chat that both teams are ready to resume play, the in-client spectators will unpause the game.

**8.2.4 Unauthorized Pause.** If a player pauses or unpauses a game for an unauthorized reason, which will be communicated to players before the event, it will be considered unfair play and penalties will be applied at the discretion of RR officials.

**8.2.5 Player Communication During Stoppage of Play.** For the fairness of all competing teams, players are not allowed to communicate, in any fashion, with each other during a game pause. For the avoidance of doubt, players may communicate to the referee, but only when directed in order to identify and remedy the cause for the stoppage. If a pause extends long enough, referees may, at their sole discretion, allow teams to talk before the game is unpaused, in order to discuss the game conditions.

## 9. Restart and Recovery Protocol

### 9.1 Definitions

**9.1.1 Chronobreak.** The Deterministic Disaster Recovery Tool.

**9.1.2 Bug.** An error, flaw, failure or fault that produces an incorrect or unexpected result, or causes a game or hardware device to behave in unintended ways.

**9.1.3 Minor Bug.** A bug (including a hardware failure) that is, at worst, inconvenient to players. This may include bugs that alter game stats or gameplay mechanics in a manner that, while not optimal, can be played through if necessary. For the avoidance of doubt, in a case where Chronobreak is not available, these bugs would not result in a remade game.

**9.1.4 Play Through Bug.** A bug that does not significantly alter the competitive integrity of the game. This may mean that there are mitigation steps available for an otherwise difficult to play around bug (like restarting the game client or computer). Alternatively, this may include situations where the impact of the bug can be mitigated through other in-game functions.

This category also includes Bugs provided under the “inform designation” - i.e. those Bugs that are provided to teams in advance of games (usually champion, item or environment interactions and persistent effects) for which no remake will be offered. These effects or interactions cannot be avoided or mitigated through any means other than disabling of the offending champions, skins or items and thus remakes are not available for these Bugs.

**9.1.4.1** At their discretion, RR officials may offer Chronobreak for Bugs under the “inform designation” if, in the sole discretion of RR officials, the Bug has a high impact on the competitive integrity of the game. League officials will not offer a Chronobreak if, in their sole discretion, they determine that the disadvantaged player or team intended to or purposefully triggered the Bug. In a Chronobreak situation, RR officials shall treat the Play Through Bug as a Minor Bug or Critical Bug, as appropriate, for the execution of the Chronobreak. If Chronobreak is unable to recover the game or if any player causes the Bug to reoccur, RR officials will force a play through with no option of a remake or additional Chronobreak.

**9.1.5 Unintentional Hardware Failure.** The failure of any piece of hardware, including server failure, monitor or PC failure or player peripheral failure. This does not include any hardware failure that is player induced, including the intentional damage to, or destruction of, a player peripheral, damage to the monitor or a player interfering with a PC. The determination of whether a hardware failure is unintentional is up to the sole discretion of RR officials.



- 9.1.6 Critical Bug.** A bug (including an Unintentional Hardware Failure) that significantly damages a player's ability to compete in the game situation, significantly alters game stats or gameplay mechanics, or a situation in which the external environmental conditions become untenable. The determination of whether the bug has damaged a player's ability to compete is up to the sole discretion of RR officials.
- 9.1.7 Verifiable Bug.** A bug or critical bug that is conclusively present and not attributable to player error. The spectator must be able to replay the instance in question and verify the bug or critical bug.
- 9.1.8 Terminal Situation.** A bug or other circumstance that requires that a game be remade. These circumstances include (i) instances of critical bugs where Chronobreak is unavailable or unable to recover the game; (ii) bugs which cannot be remedied or avoided through the use of Chronobreak, including champion or skin bugs that may require that such champion or skin be disabled; or (iii) any other instance in the discretion of RR officials where the continuation of the game is untenable (including environmental concerns and catastrophic hardware failure).
- 9.1.9 "Dead-Ball" State.** A point in a game when neither team is heavily engaged with one another, although some minor engagement may still constitute a dead-ball state.

In establishing a dead-ball state, every effort should be made to identify a time as close to the bug instance as possible while providing an approximate 2 second window before a potential engagement in situations where the game was wound back from a point where the teams were engaged. The goal is to locate a point in time where an engagement remains possible, but not inevitable.

A perfect dead-ball state may not exist, and in those situations, the overarching goal of identifying a state in which there is no major engagement as close as possible to the bug instance should be prioritized (for example, going too far back could potentially remove setup a team has done, including wards, lane pressure and flanking).

- 9.1.10 Cost.** Any (i) player deaths; (ii) objectives (tower, inhibitor, dragon, herald or baron) taken that were not otherwise in progress at the dead-ball state (i.e. dragon was pulled or three players on the tower with a minion wave and no opposition); or (iii) ultimate, item or summoner spell usage where such ultimate spell at Rank 1 (regardless of the ultimate rank or cooldown at the time of the bug) or base summoner spell or item (i.e. without cooldown reductions from runes or items) has a cooldown of 110 seconds or longer. An ultimate or summoner spell used, in the opinion of RR officials, outside of normal play patterns for the purpose of triggering a cost under this rule shall not constitute a cost. Other factors such as vision (placed or destroyed wards), minions farmed, etc, while all carrying some value in the game, do not rise to the level of consideration in whether to use Chronobreak.

**9.1.11 Prompt Reporting.** Once a player is aware of a bug (which, as defined, includes presumed hardware failures), the player is required to pause the game as soon as is practical through one of the methods listed below and alert RR officials as to the bug. These methods are:

- 9.1.11.1** Pausing the game through the /pause command;
- 9.1.11.2** Asking a teammate to pause over audible voice communications;
- 9.1.11.3** Requesting that a referee pause the game.

For the avoidance of doubt, if a player audibly requests that a referee pause the game, even if the game is not immediately paused, the player will be considered to have requested a pause as soon as is practical. In addition, it may not be practical to cause an immediate pause upon recognizing the bug if, for example, the two teams are engaged with each other. In such cases, RR officials may determine that it was not practical to pause the game until the engagement ended.

**9.1.12 Game of Record.** A game where all ten players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains Game Of Record ("GOR") status, the period ends in which incidental restarts may be permitted and a game will be considered as "official" from that point onward. Examples of conditions which establish GOR:

- 9.1.12.1** Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.
- 9.1.12.2** Line-of-sight is established between players on opposing teams.
- 9.1.12.3** Setting foot, establishing vision or targeting skillshot ability in opponent's jungle by either team, which includes either leaving the river or entering brush connected to enemy jungle.
- 9.1.12.4** Game timer reaches two minutes (00:02:00).

## **9.2 Chronobreak Availability and Use**

If a game experiences a bug at any point during the match, RR officials must first determine whether the player followed the pause protocol. If the game was timely paused, RR officials must next determine whether the bug is a verifiable bug. If it is a verifiable bug, RR officials must next determine whether the bug is a minor bug, critical bug or terminal situation.

## **9.3 Minor Bug**

- 9.3.1** If the bug is a minor bug and is not a play through bug, RR officials must determine what the appropriate dead-ball state would be and whether there is a cost associated with the use of using Chronobreak to revert to that dead-ball state. If there is a cost associated with the minor bug, Chronobreak is not available and players should be instructed to play through the bug.

- 9.3.2** In the case of a minor bug with no cost, RR officials must determine (i) whether Chronobreak can restore the game; and (ii) whether reverting the game to an earlier state will fix the bug or avoid the trigger condition for the bug. If Chronobreak cannot restore the game or reverting the game to an earlier state will not fix or avoid the bug, or in the case of any play through bug, Chronobreak shall not be used and the players will be instructed to play through the bug.
- 9.3.3** If RR officials determine to the use of Chronobreak is appropriate, RR officials shall determine whether either or both teams were significantly disadvantaged by the minor bug, and any significantly disadvantaged team will be offered the opportunity to Chronobreak the game, although such team will not be told what dead-ball state will be utilized. If both teams are significantly disadvantaged, either team requesting a Chronobreak will trigger the use of Chronobreak.
- 9.3.4** If any significantly disadvantaged team requests a Chronobreak, RR officials will utilize Chronobreak to restore the game to the appropriate dead-ball state. If an appropriate dead-ball state does not exist, players may still be placed back to a recovered spot prior to the bug occurring at the discretion of RR officials.

#### **9.4 Critical Bug**

- 9.4.1** In the case of a critical bug (where such critical bug is not a play through bug), RR officials must determine (i) whether Chronobreak can restore the game; and (ii) whether reverting the game to an earlier state will fix the bug or avoid the trigger condition for the bug.
- 9.4.2** If Chronobreak cannot restore the game, or reverting the game to an earlier state will not fix or avoid the bug, then the bug constitutes a Terminal Situation.
- 9.4.3** In the case of a critical bug, RR officials will determine whether either or both teams were significantly disadvantaged by the critical bug, and any significantly disadvantaged team will be offered the opportunity to Chronobreak the game, although such team will not be told what Dead-Ball State will be utilized. If any significantly disadvantaged team requests a Chronobreak, RR officials will attempt to find an appropriate Dead-Ball State prior to the bug occurring. If an appropriate Dead-Ball State does not exist, players may still be placed back to a recovered spot prior to the bug occurring at the discretion of RR officials. In the event that RR officials determine the cost of Chronobreaking would be higher than that of a remake, they may offer offer a remake to any disadvantaged team.

#### **9.5 Terminal Situation**

In the case of a Terminal Situation, RR officials shall follow the remake procedure (below).

#### **9.6 Remakes Before GOR**

The following are examples of situations in which a game may be remade if GOR has not been established:

- 9.6.1** If a player notices that player's rune or GUI settings have not applied correctly due to a bug between the game lobby and match, player can pause the game to adjust these settings. If the settings cannot be correctly adjusted, then the game may be restarted.
- 9.6.2** If RR officials determine that technical difficulties will not allow for the game to resume as normal (including a team's ability to be in proper position for certain game events, such as minion spawn).
- 9.6.3** Any circumstance which would permit a restart after GOR.

## **9.7 Remakes After GOR**

The following are examples of situations in which a game may be restarted after GOR has been established.

- 9.7.1** If a game experiences a Terminal Situation at any point during the match.
- 9.7.2** If an RR official determines that there are environmental conditions which are unfair (e.g. excessive noise, hostile weather, unacceptable safety risks).

## **9.8 Remakes Procedure**

- 9.8.1 Terminal Situation.** RR officials will determine whether either or both teams were significantly disadvantaged by the bug, and any significantly disadvantaged team will be offered the opportunity to remake the game. If any significantly disadvantaged team accepts a remake, the game will immediately be restarted as per this section. Significant disadvantage is a prerequisite to a remake offer.
- 9.8.2 Controlled Environment.** Certain conditions may be preserved in the event of a remade game that has not reached GOR, including, without limitation, picks/bans or Summoner spells. If, however, a match has reached GOR then RR officials shall not retain any settings.
- 9.8.3 Champion and Skin Disables.** If the remake occurred due to a champion bug, then settings no longer will be retained (including picks and bans) regardless of Game of Record status and the champion may be made ineligible for at least the remainder of the day's matches unless the bug can be conclusively tied to a specific game element that can be fully removed (i.e. a skin that can be disabled).

## **9.9 Hardware Malfunction**

In the case of any hardware malfunctions, RR officials shall determine whether the hardware malfunction constitutes a minor bug (i.e. a monitor loses power and a player walks directly

into an enemy turret), a critical bug (i.e. a keyboard stops working, causing a player death) or a terminal situation (i.e the game server crashes) and follow the appropriate standard above.

## **9.10 Reporting Procedure**

Any bug that triggers analysis under this rule should be documented by the local region in a "Bug Incident Report", including a narrative on the information the team had on hand (i.e. use of ShadowPlay, behavior observed, etc.) and the decision making process.

## **9.11 RR Discretion**

RR officials may utilize Chronobreak at any time or restart any game if RR officials, in their sole and absolute discretion, believe that such an action is necessary to preserve the best interests of the league. This power is not constrained by the lack of any specific language in this ruleset.

## **9.12 Awarded Game Victory**

In the event of a technical difficulty which leads RR officials to declare a restart, RR officials may instead award a game victory to a team. If a game has been played for more than 20 minutes on the game clock (00:20:00), RR officials, in their sole discretion, may determine that a team cannot avoid defeat to a degree of reasonable certainty. The following criteria may be used (but are not required to be used) in the determination of reasonable certainty.

**9.12.1 Gold Differential.** The difference in gold between the teams is more than 33%.

**9.12.2 Remaining Turret Differential.** The difference in the number of remaining turrets between the teams is more than seven (7).

**9.12.3 Remaining Inhibitor Differential.** The difference in the number of standing inhibitors between the teams is more than two (2).

## **9.13 Post-Game Process**

**9.13.1 Results.** RR officials will confirm and record game result.

**9.13.2 Tech Notes.** Players will identify any tech issues with RR officials.

**9.13.3 Break Time.** RR officials will inform players of the remaining amount of time before the next game's pick/ban phase begins. The standard time for transition between games is 12 minutes from nexus explosion until players are required in their seats. The exact time will be told to the coach and/or players by the referees. Pick/ban phase will commence as soon as all players are in their seats. If all the players are not in their seats, ready for champion select at the time designated to them by the referees, the team can be penalized for delay of game.

**9.13.4 Results of Forfeiture.** Matches won by forfeit will be reported by the minimum score it would take for one team to win the match (e.g. 1-0 for best-of-1 matches, 2-0 for best-of-three matches, 3-0 for best-of-five matches). No other statistics will be recorded for forfeited matches.

#### **9.14 Post-Game Process**

**9.14.1 Results.** RR officials will confirm and record the match result.

**9.14.2 Next Match.** Players will be informed of their current standing in the competition, including their next scheduled match.

**9.14.3 Post-Match Obligations.** Players will be informed of any post-match obligations, including, but not limited to, media appearances, interviews, or further discussion of any match matters. Teams will be required to make available to the media for a minimum of 20 minutes at least one player that started any game that day.

## 10. Player Conduct

### 10.1 Competition Conduct

**10.1.1 Unfair Play.** The following actions will be considered unfair play and will be subject to penalties at the discretion of RR officials.

**10.1.1.1 Collusion.** Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:

**10.1.1.1.1** Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.

**10.1.1.1.2** Pre-arranging to split prize money and/or any other form of compensation.

**10.1.1.1.3** Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.

**10.1.1.1.4** Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

**10.1.1.2 Competitive Integrity.** Teams are expected to play at their best at all times within any RR game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. For the purpose of clarification, team composition and the pick/ban phase will not be considered when determining whether this rule has been violated.

**10.1.1.3 Hacking.** Hacking is defined as any modification of the League of Legends game client by any player, team or person acting on behalf of a player or a team.

**10.1.1.4 Exploiting.** Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in neutral minion interactions, glitches in Champion ability performance, or any other game function that, in the sole determination of RR officials, is not functioning as intended.

**10.1.1.5 Spectator Monitors.** Looking at or attempting to look at spectator monitors.

**10.1.1.6 Ringing.** Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.

**10.1.1.7 Cheating Device.** The use of any kind of cheating device and/or cheat program.

**10.1.1.8 Intentional Disconnection.** An intentional disconnection without a proper and explicitly-stated reason.

**10.1.1.9 RR Discretion.** Any other further act, failure to act, or behavior which, in the sole judgment of RR officials, violates these Rules and/or the standards of integrity established by the RR for competitive game play.

**10.1.2 Profanity and Hate Speech.** A Team Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. A Team Member may not use any facilities, services or equipment provided or made available by RR or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Member may not use this type of language on social media or during any public facing events such as streaming.

**10.1.3 Disruptive Behavior / Insults.** A Team Member may not take any action or perform any gesture directed at an opposing Team Member, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive, or antagonistic.

**10.1.4 Abusive Behavior.** Abuse of RR officials, opposing Team Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another player's computer, body or property will result in penalties. Team Members and their guests (if any) must treat all individuals attending a match with respect.

**10.1.5 Studio Interference.** No Team Member may touch or otherwise interfere with lights, cameras or other studio equipment. Team Members may not stand on chairs, tables or other studio equipment. Team Members must follow all instructions of RR studio personnel.

**10.1.6 Unauthorized Communications.** All mobile phones, tablets and other voice-enabled and/or "ringing" electronic devices must be fully powered off during play. Players may not text/email while in the match area. During the game, communication by a Starter shall be limited to the five players on Starter's team.

**10.1.7 Apparel.** Team Members may wear apparel with multiple logos, patches or promotional language. RR reserves the right at all times to impose a ban on objectionable or offensive apparel:

**10.1.7.1** Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, that RR, in its sole and absolute discretion, considers unethical.



**10.1.7.2** Advertising any non-"over the counter" drug, tobacco product, firearm, handgun or ammunition.

**10.1.7.3** Containing any material constituting or relating to any activities which are illegal in any RR region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling.

**10.1.7.4** Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics.

**10.1.7.5** Advertising any pornographic website or pornographic products.

**10.1.7.6** Containing any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent or that may give rise to, or subject RR or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.

**10.1.7.7** Disparaging or libeling any opposing team or player or any other person, entity or product.

**10.1.7.8** The RR reserves the right to refuse entry or continued participation in the match to any Team Member who does not comply with the aforementioned apparel rules.

**10.1.8 Identity.** A player may not cover his or her face or attempt to conceal his or her identity from RR officials. RR officials must be able to distinguish the identity of each player at all times and may instruct players to remove any material that inhibits the identification of players or is a distraction to other players or RR officials.

## **10.2 Unprofessional Behavior**

**10.2.1 Responsibility Under Code.** Unless expressly stated otherwise, offenses and infringements of these Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.

**10.2.2 Harassment.** Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, which are intended to isolate or ostracize a person and/or affect the dignity of the person.

**10.2.3 Sexual Harassment.** Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There

is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

**10.2.4 Discrimination and Denigration.** Team Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

**10.2.5 Statements Regarding RR, Riot Games, and League of Legends.** Team Members may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of RR, Riot Games or its affiliates, or League of Legends, as determined in the sole and absolute discretion of RR.

**10.2.6 Tribunal Punishment.** If a Team Member is found guilty and punished by the Riot Tribunal, RR officials may assign an additional competition penalty at their sole discretion.

**10.2.7 Player Behavior Investigation.** If RR or Riot determines that a Team Member has violated the Summoner's Code, the LoL Terms of Service, or other rules of LoL, RR officials may assign penalties at their sole discretion.

**10.2.8 Criminal Activity.** A Team Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

**10.2.9 Moral Turpitude.** A Team Member may not engage in any activity which is deemed by the RR to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.

**10.2.10 Confidentiality.** A Team Member may not disclose any confidential information provided by RR or any affiliate of Riot Games, by any method of communication, including all social media channels.

**10.2.11 Bribery.** No Team Member may offer any gift or reward to a player, coach, manager, RR official, Riot Games employee, or person connected with or employed by another RR team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

**10.2.12 No Poaching or Tampering.** No Team Member or Affiliate of a team may solicit, lure, or make an offer of employment to any Team Member who is signed to any RR team, nor encourage any such Team Member to breach or otherwise terminate a contract with said RR team. Violations of this rule shall be subject to penalties, at the discretion of RR officials.

**10.2.13 Gifts.** No Team Member may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, including services related to defeating or attempting to defeat a competing team or services designed to throw or fix a match or game. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Member by a team's official sponsor or owner.

**10.2.14 Non-Compliance.** No Team Member may refuse or fail to apply the instructions or decisions of RR officials.

**10.2.15 Match-Fixing.** No Team Member may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or these Rules.

**10.2.16 Document or Miscellaneous Requests.** Documentation or other reasonable items may be required at various times throughout the RR as requested by RR officials. Penalties may be imposed if the items or documentation requested are not received and/or completed at the required time or does not meet the standards set by the RR.

### **10.3 Association with Gambling**

No Team Member or RR official may take part, either directly or indirectly, in betting or gambling on any results of any League of Legends tournament or match globally.

### **10.4 Subjection to Penalty**

Any person found to have engaged in or attempted to engage in any act that RR believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the RR.

### **10.5 Penalties**

Upon discovery of any Team Member committing any violations of the rules listed above, the RR may, without limitation of its authority under Section 9.4, issue the following penalties:

**10.5.1** Verbal Warning(s)

**10.5.2** Loss of Side Selection for Current or Future Game(s)

**10.5.3** Loss of Ban for Current or Future Game(s)

**10.5.4** Fine(s) and/or Prize Forfeiture(s)

**10.5.5** Game Forfeiture(s)

#### **10.5.6 Match Forfeiture(s)**

#### **10.5.7 Suspension(s)**

#### **10.5.8 Disqualification(s)**

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in RR. It should be noted that penalties may not always be imposed in a successive manner. The RR, in its sole discretion, for example, can disqualify a player for a first offense if the action of said player is deemed egregious enough to be worthy of disqualification by RR officials.

### **10.6 Right to Publish**

RR shall have the right to publish a declaration stating that a Team Member has been penalized. Any Team Members and/or team which may be referenced in such declaration hereby waive any right of legal action against the League of Legends Championship Series, LLC, Riot Games, Inc., and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

## **11. Spirit of the Rules**

### **11.1 Finality of Decisions**

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the RR, and penalties for misconduct, lie solely with the RR, the decisions of which are final. RR decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

### **11.2 Rule Changes**

These Rules may be amended, modified or supplemented by the RR, from time to time, in order to ensure fair play and the integrity of the RR.

### **11.3 Best Interests of the RR**

RR officials at all times may act with the necessary authority to preserve the best interests of the RR. This power is not constrained by the lack of any specific language in this document. RR officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of the RR.

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